NES-X4-USA

TAXAN
Consumer Division

A REAL AMERICAN HERO®

INSTRUCTION MANUAL

©

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ENTERTAINMENT SYSTEM®

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PRECAUTIONS

1) Be sure to turn off the power before inserting or removing the Game Pak.
2) Avoid touching the connectors and do not get them wet.
3) Do not store or use the Game Pak in places of extreme temperature.
4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
5) Never hit or drop the Game Pak, and do not take it apart.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither TAXAN nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for purchasing TAXAN's Game Pak, G.I. JOE. Please read this instruction manual to ensure proper handling of your new game, and keep the manual for future reference.

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A REAL AMERICAN HERO®

YOUR MISSION

The G.I. Joe Team™ is really mad, and they're not going to take it anymore! The Cobra™ organization has been terrorizing the peace-loving people of the world for decades with no end in sight. It's time to defeat this group of thugs, and rid the world of their menace forever! You will be fighting through six levels, each with three sections – not counting boss encounters. In each level, you will be in control of three members of the G.I. Joe Team: one chosen for you by General Hawk, and two more which you can choose before each level. Now go ahead, complete your mission if you can, and remember: "YO JOE!"

CODE NAME: **DUKE™**

TIGER FORCE™ FIRST SERGEANT
SQUAD LEADER

THE G.I. JOE TEAM

File Name: Hauser, Conrad S. SN: 234-09-7789
Primary Military Specialty: Airborne Infantryman
Secondary Military Specialty: Small-Arms Repairman
Birthplace: St. Louis, Missouri
Grade: E-8 (First Sergeant)

DUKE was fluent in French, German and English when he enlisted. Graduated top of his class at the Fort Benning Airborne School. Opted for U.S. Army Special Languages School where he specialized in Han Chinese and South East Asian dialects. Upon graduation, he served in the Army's Special Forces unit in South East Asia where he received the Congressional Medal of Honor and 2 Bronze Stars for single-handedly rescuing 34 POW's from a heavily guarded enemy compound.

"The man's a walking legend! He's got more combat experience than some of those generals in the Pentagon! Duke's the kind of grunt you want to have right by your side when the going gets rough! He can assess any hostile situation with lightning speed and act upon it quicker than you can say 'Tiger Force!' The man doesn't know the meaning of the word fear! In fact, I don't think he has ever heard of the word at all!"

CODE NAME: **ROCK & ROLL™**

GATLING GUNNER

THE G.I. JOE TEAM

File Name: McConnel, Craig S. SN: 989-1302-N053
Primary Military Specialty: Infantry
Secondary Military Specialty: PT Instructor (Physical Training)
Birthplace: Malibu, California
Grade: E-6

ROCK & ROLL has served with the G.I. Joe® team since its inception and has been consistently upgrading his equipment and his skills. These days, his "primary iron" is the General Monopolies 5.56mm, six-barreled, electronically driven, mini-gatling machine gun! It's fitted with inert-gas recoil absorbers and scoped with third generation laser optics. This weapon, including power pack and factory loaded 100rd. ammo drum, weighs in at 85 pounds and delivers 4000 rounds-per-minute at a muzzle velocity of 3300 feet-per-second!

"When Rock & Roll was a surfer and weight lifter back home in Malibu, he used to play electric guitar in local bands. During that time, his ears became accustomed to loud, amplified noises. So today, whenever he hears the roar of his mini-gatling gun laying down maximum suppressive firepower, the sound of it is simply music to his ears!"

THE G.I. JOE TEAM

CODE NAME: **CAPT. GRID-IRON**™

HAND-TO-HAND
COMBAT SPECIALIST

File Name: Lydon, Terrence SN: 903-5221-YY07
Primary Military Specialty: Hand-to-Hand Combat Specialist
Secondary Military Specialty: Infantry
Birthplace: Evergreen Park, Illinois
Grade: O-3

CAPT. GRID-IRON was quarterback of the West Point football team and graduated in the top ten of his class. It can be said in his favor that he passed up an appointment to the U.S. Army War College for a conventional infantry command at the company level. It was this determination to be "where the action is" that brought him to the attention of the G.I. Joe organization.

"The other G.I. Joes were a bit put off by this West Pointer when he first showed up, but he turned out to be bearable to the point that nobody tried to 'lose' him on his first mission. In fact, if he would only stop trying so hard to be likeable and put a halt to his John Wayne (classic Hollywood tough guy) imitation, they might let him play quarterback at the annual G.I. Joe Fish Fry Football Game!"

CODE NAME: **BLIZZARD™**

ARCTIC ATTACK SOLDIER

THE G.I. JOE TEAM

File Name: Natale, Gregory M. SN: 432-44-2464
Primary Military Specialty: Arctic Warfare Training Instructor
Secondary Military Specialty: Infantry
Birthplace: Wolfboro, New Hampshire
Grade: E-7

Blizzard led an experimental security team based at Thule, Greenland for an entire winter. Their objective was to determine what kind of training and conditioning worked best to prepare men for combat in Arctic conditions. They found that training and conditioning had little effect. Only the hardest and meanest men made it through the course, and Blizzard was the hardest and meanest of the bunch.

"The Arctic is totally unforgiving. You make one little mistake, you've had it. The cold makes you tired, and being tired makes you careless, and being careless makes you a statistic. Blizzard doesn't make mistakes and doesn't get careless; he wants to make the other guy the statistic."

THE G.I. JOE TEAM

CODE NAME: **SNAKE EYES™**

COMMANDO

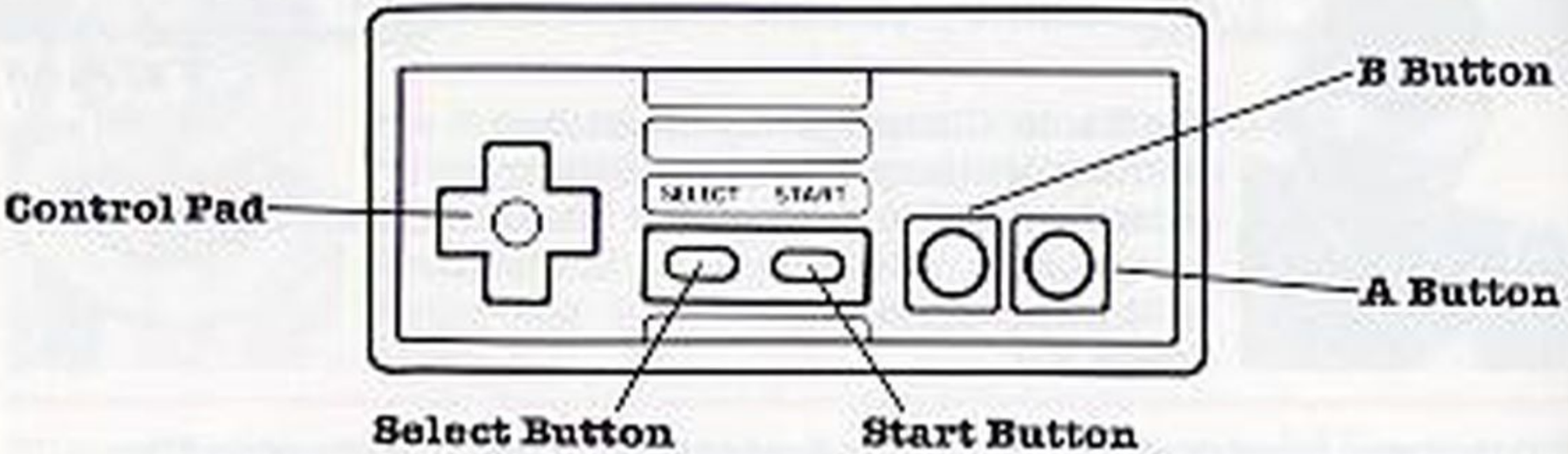
File Name: Classified SN: Classified
Primary Military Specialty: Infantry
Secondary Military Specialty: Hand-to-Hand Combat Instructor

Birthplace: Classified
Grade: E-7

Subject was Ranger qualified and graduated from Recondo School in Nha Trang prior to his service with a Long Range Recon Patrol unit in South East Asia. It is generally accepted that he received extensive training in the martial arts from the same Ninja family that produced STORM SHADOW™. No official records in existence. Qualified expert in all NATO and Warsaw Pact small arms, black belt in 12 fighting systems and highly skilled in the use of edged weapons.

"What can you say about a good-guy who goes bump in the night? The man is the baddest dude in the valley. He scares pit bulls! He should wear a sign on his chest that says, 'Don't mess, PERIOD!' The bad guys would like to see him declared illegal under the Geneva Convention. On the other hand, he is kind to small animals . . ."

THE CONTROLS



Control Pad Left: Move Left.

Control Pad Right: Move Right.

Control Pad Up & B Button: Shoot up in weapon mode, or throw a grenade up in the hand-to-hand mode. Characters cannot throw a grenade while jumping.

Control Pad Down: Duck, enter vehicle.

Control Pad Down & B Button: Duck and shoot in attack mode, or duck and use hand-to-hand combat in hand-to-hand mode.

Note: The characters do not shoot on angles.

Start Button: Start a new game or go to the password screen from the title screen; go to the character select screen (Pause) from the action screens. Start will also return the player to the action screen from the character select, selecting a new character if one is chosen.

Select Button: Select between New Game and Password on the title screen, and select between Weapon mode and Hand-to-Hand mode in the action screens.

A Button: Jump. The longer the button is held, the higher the character will jump, up to that character's maximum jump height. Also works as "jump" while in the Cobra Buzz Boar and Cobra Pogo, and as "fly up" in the Cobra Interrogator. "A" will also select a character for use from the character select screen.

B Button: Attack. Shoot weapon in the weapon mode, or use hand-to-hand attack in the hand-to-hand mode. Also works to fire the weapon of a vehicle, if you are riding in one. Each character uses a different weapon, and attacks with a different hand-to-hand combat method; see each character's description for more information.

Special Moves

Jump Up and shoot down – Simply press "A", and while your character is in the air, pull "Down" and press "B".

There are some moves which the characters can only do in certain locations of the game. These are listed below.

Jump through floors and ceilings – In some places, the character can jump down through the floor. Simply press "Down" + "A". This will only work in certain locations. The floors which the character can jump down through, he can also jump up through. Remember, these areas can look exactly the same as floors which cannot be jumped through.

Cling to walls – In certain levels, the Joe team can cling to some walls, usually walls with a rough surface, or ledges. Just jump towards a wall and if it is the right place, the character will cling. Once on the wall, the character can jump up by pressing "A", then cling to the wall again by pressing towards it.

Also, some walls can be destroyed with weapons or hand-to-hand mode.

VEHICLES

Scattered around different places in some levels, you will find enemy vehicles waiting for you to use. There are three different vehicles which can be taken, each with a unique special ability. When you take a vehicle, the life bar of the character who you are using will be replaced with the life bar of the vehicle. The vehicle will last until this life bar is depleted, then you're out of a vehicle. To exit a vehicle before it is destroyed, press Select.

The Cobra Pogo™

This strange looking vehicle moves slowly, but man, can it jump! Just press "A" to jump, the longer you hold "A", the higher you jump. Press "B" to shoot the powerful bullets launched in nine directions from the top of the vehicle.

The Cobra Interrogator™

This one man copter can cruise just about anywhere, and sprays a mean barrage of bullets to boot!!! Just hold "A" to fly up, release "A" to drop, and use the Control Pad to move left and right. The "B" button controls the bullets.

The Cobra Buzz Boar™

This wheel-like vehicle is a very powerful enemy, but can be a big help to the Joe Team. Just stand inside of the vehicle, and pull down to enter. Push the Control Pad in any direction to move along any surface – floors, ceilings, and even walls!! Press "A" to Jump, and "B" to shoot the spiral bullets.

SELECTING YOUR TEAM

After pressing Start, the game will switch to a view of General Hawk. He will give you the orders for the current mission, and select the team leader. Then the game will switch to the character select screen.

Once on the character select screen, you will see a picture of the team leader, and his vital statistics. At this point, you will have to choose two more team members to go on the mission with the leader. Just move through the remaining "Joe's" using Left and Right on the Control Pad. Select a character using "A", and de-select a character using "B". Once you have selected your second choice (third team member), the game will begin.

Team Members' Abilities

Each team member has different abilities, and therefore, you should choose carefully depending on the level you are going into. Each character has four different ratings, as described below.

Stamina: Length of life bar.

Jump: Each character has different jump abilities – some jump high, and some jump really high!

Punch: Each character uses a different Hand-to-Hand combat method: punch, knife, or sword. This rating tells how much damage each character's Hand-to-Hand method will inflict.

Weapon: Each character uses a different weapon: Snake Eyes uses Ninja Magic in the weapon mode, and all other characters use some type of Gun. Each weapon type inflicts a different amount of damage on the enemies, determined by this reading.

Each character also can throw grenades at a different speed. Learn which characters can throw the most, and use this attack in certain situations for easy victory.

Use these numbers to determine which characters to use in each level. Remember, the strongest weapon will not always be the best in all situations.

Character Changing

Anytime during play, you can change which character you are using from the three team members available at that time. Simply press start to switch to the character select screen, move up or down to select a character, and press "A", "B", or "Start" to change characters and return to play.

WEAPON MODE/ HAND-TO-HAND MODE

As stated in the previous section, each character has two methods of attack: the Weapon mode, and the Hand-to-Hand mode. The weapon mode is more effective due to the longer range, but your team only carries a limited quantity of ammunition, which is shared between the team members. For this reason, it is wise to use the Hand-to-Hand mode whenever possible, saving your ammo for the bosses and harder portions of each level. To select between these modes, just press select during play, and in the status bar, you will see the mode indicator change between a fist and a gun.

POWER UP

Each character's weapon can be powered up in four levels. The weapon will shoot in multiple directions when powered up, becoming a mass of destruction when on level four (LEV:MAX). The weapon level is stored in the password, and will be retained if you do not use a certain character in a level after he's powered up. For example, if you power up Duke™ to level 2 in game level 1, then don't use Duke again until game level 4; when you select Duke, he will still be on level 2. To power up a character, you must catch four gun symbols. These symbols are hidden in each level, and are also sometimes released by the enemies. If you lose a character during play, that character will lose one weapon power level. If you lose all three characters on a mission, all three characters will return to weapon level one! When you lose a life, or start with a password, you will start with no weapon items at the current level. For example, your character is at level three with three weapon items found; if your character is destroyed, when you use him again, he will be at weapon level two, needing four weapon items to get back to level three.

LEVEL SETUP

Each level is in three main parts: The fight into the mission zone, the mission zone, and the escape from the mission zone. The stages where you fight into the mission zone and escape from the mission zone are straightforward action — just fight your way to the end of the stage, and defeat the stage Boss.

The actual mission zone is a maze, where the object is to place bombs at pre-determined locations, then find and use the exit. You cannot exit until all bombs have been placed. These levels are filled with lots of hidden items, hidden vehicles, and hidden short-cuts. You will really have to search a lot to find all of the items, and determine the best path through each mission zone. These levels start out nice and easy, with the first one being only about two screens high and four screens long. However, they quickly become very large and complicated, going up to about 7x8 screens in level six (about 56 total screens!!!!) Good luck!!

Bomb Placement

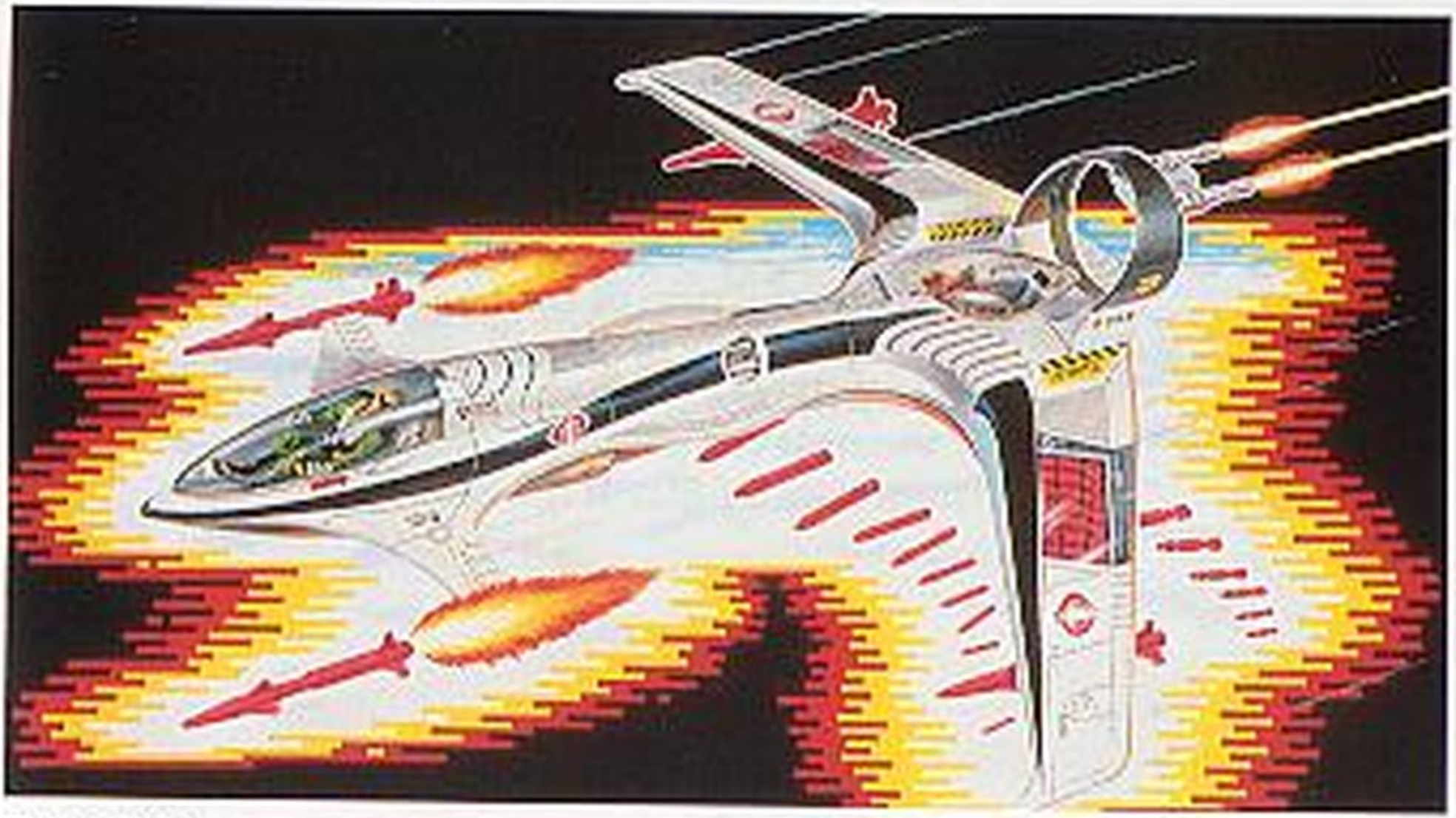
In the mission zones, you must place all of the bombs before finding the exit. To place a bomb, just find the check-mark, and touch it – you will see a window open and a bomb places on the mark. After this is done, then you will see a small bomb over the mark indicating that this bomb mark is completed. You can determine how many bombs still need to be set by the bomb placement indicator, located in the top right corner of the status area. For example, if this indicator shows 4/8, then you have set four of the eight bombs needed to complete this level.

ITEMS

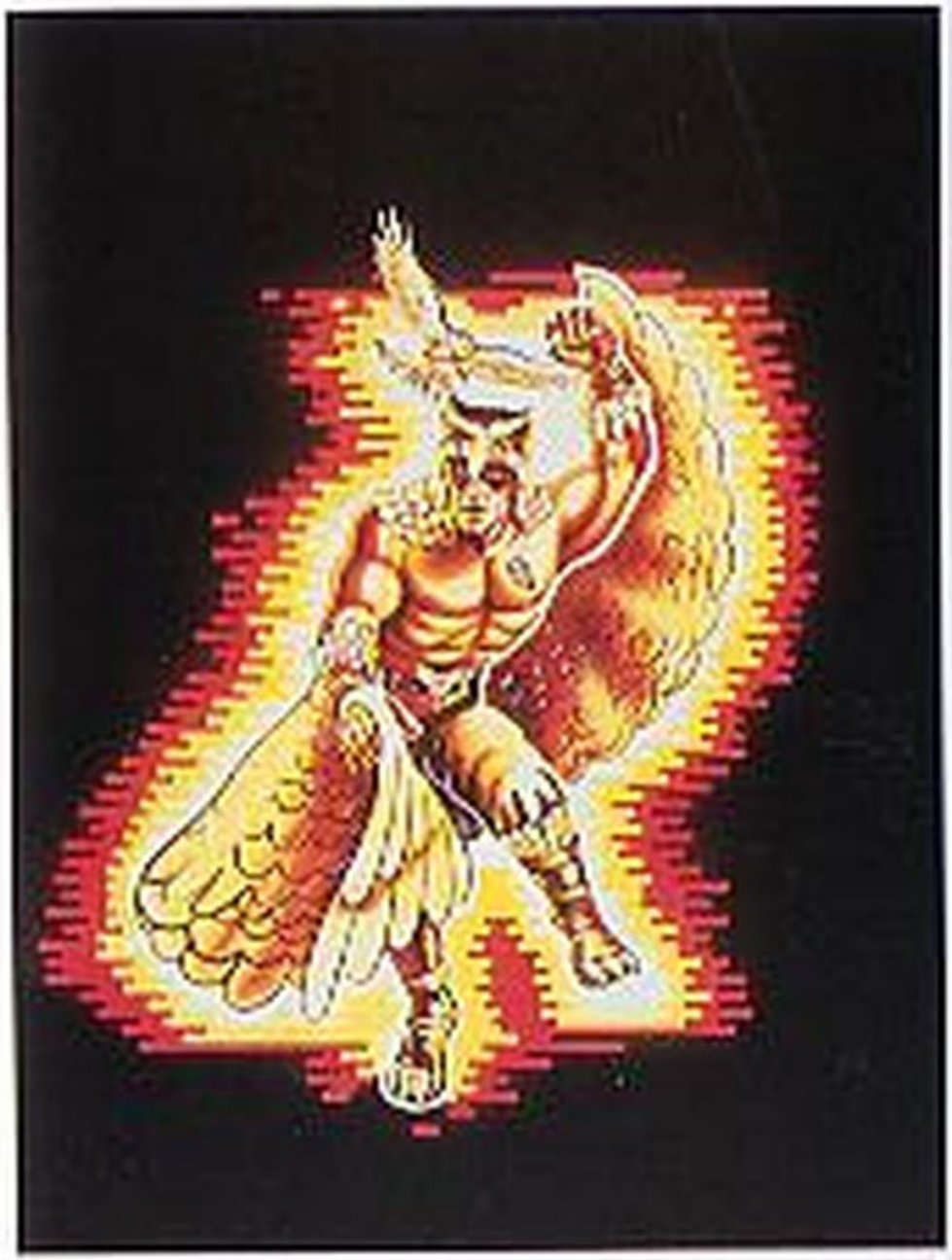
Sometimes when you defeat an enemy, an item will appear. Catch them if you can, they all help. These items and their functions are listed below:

Ammo	Adds 5 shots to ammo storage.
Flashing Ammo	Adds 30 shots to ammo storage.
K Ration	Fills one portion of life bar.
Flashing K Ration	Fills entire life bar.
Pistol	Four will power up character's weapon level.
Bullet proof vest	Invincible for about five seconds.
Chevrons	Increases length of life bar.

BOSS ENEMIES



Level 1-1:
Cobra Condor Z-25™



Level 1-2:
Raptor™

Level 1-3: Range Viper™

Level 2-1: Cobra Sea Ray™

Level 2-2: Buzzboat™

Level 2-3: Metalhead™

Level 3-1: Cobra Fang™

Level 3-2: A.I. Computer

Level 3-3: Overlord & Dictator™

Level 4-1: A.G.P. (Anti-Gravity Pod)™

Level 4-2: Road Pig™

Level 4-3: Voltar™

Level 5-1: Cobra Bugg™

Level 5-2: Golubulus™

Level 5-3: Destro™

Level 6-1: Cobra Commander™

OTHER ENEMIES

Viper™

Tele-Viper™

Hydroviper™

Besides these guys, you'll encounter everything that Cobra can spit at you!

HINTS

- Don't lose any men!!, no kidding, the best hint for this game is to change characters before losing your life bars. Changing characters will keep you in the same location, but if your character is defeated, you will have to start at the beginning of that Mission with only two characters. When you complete a Mission, your life bars will be full again; however, when you finish a stage, you will only receive a small portion of your life back.
- Try to use all of the characters – don't just stick to three. This way, when you get to the higher levels, all of your characters will be fully powered up.
- Find all of the shortcuts and items in the mazes. You may want to make maps of the higher levels if you feel this is necessary.
- Use the vehicles as much as possible, as you are invincible while in them. They are also needed to find certain hidden items. These vehicles have short lifebars, but by using their superior maneuvering abilities, you can make them last a long time, with practice!!!

- Snake Eyes' Ninja Magic may seem weak at first, but realize that he uses no Ammo, making him very useful in low ammo situations. However, Snake Eyes' Ninja Magic becomes very effective when fully powered up.

- Hand-to-Hand mode is very useful, and in some cases, much more powerful than the weapons. Try to use Hand-to-Hand mode on enemies who seem to need a lot of shots to defeat.

- The grenades are also a powerful weapon in some situations. Try them now and then – you may be surprised by the effect.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

– Reorient the receiving antenna
– Relocate the NES with respect to the receiver
– Move the NES away from the receiver
– Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio-television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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